In the Claims

Claim 12 is cancelled.

Claims 1, 13, 17, 23, 30, 31, 32, 38 and 39 are currently amended.

Claims 1-11 and 13-41 remain in the Application and are listed below.

1.   (Currently Amended) A method comprising:

monitoring players in a game; [[and]]

based on said monitoring, identifying one or more player-exploitable game conditions, wherein at least some of the player-exploitable game conditions are produced by the game itself and are identified, at least in part, by observing a player's play of the game; and[[.]]

setting a threshold against which the play of a number of players is compared, wherein the threshold can be modified in real time.

2.   (Original) The method of claim 1, wherein the monitoring is based on the rate at which the player is acquiring virtual property.

3.   (Original) The method of claim 1, wherein the monitoring is automatic.

4.   (Original) The method of claim 1, wherein the monitoring checks for cheaters.

5.   (Original) The method of claim 1, further comprising logging players who are suspected of cheating.

6. (Original) The method of claim 1, wherein the player-exploitable game condition allows one player to exploit the player-exploitable game condition for an advantage against other players.

7. (Original) The method of claim 1, wherein a cheater detection portion performs the monitoring.

8. (Original) The method of claim 7, wherein the cheater detection portion is included in a server.

9. (Original) The method of claim 1, further comprising sending a notice to a cheater that is exploiting the player-exploitable game condition.

10. (Previously Presented) The method of claim 1, further comprising terminating a cheater's privileges for a prescribed duration.

11. (Previously Presented) The method of claim 1, further comprising sending a notice to players other than a cheater describing the activities of the cheater.

12. (Cancelled)

13. (Currently Amended) The method of claim 1[[12]], wherein the play of ~~those~~ players whose play exceeds the threshold is logged.

14. (Original) The method of claim 1, wherein the player-exploitable game condition includes positioning the player at some location other than a ground plane within a virtual scene.

15. (Original) The method of claim 1, wherein the player-exploitable game condition includes rollover of a player's score.

16. (Original) The method of claim 1, wherein the player-exploitable game condition includes rollover of a player's expense.

17. (Currently Amended) An apparatus implemented at least in part by a computing device comprising:

a processor;

one or more computer readable media; and

a computer program encoding a game including a cheater detection portion that identifies one or more player-exploitable game conditions and detects players who are exploiting at least one of said player-exploitable game conditions, wherein at least some of the player-exploitable game conditions are produced by the game itself and are identified, at least in part, by observing a player's play of the game; and wherein the cheater detection portion further sets a threshold against which the play of a number of players is compared, wherein the threshold can be modified in real time.

18. (Original) The apparatus of claim 17, wherein the cheater detection portion includes a game monitor process.

19. (Original) The apparatus of claim 17, wherein the cheater detection portion includes an asynchronous activity pump.

20. (Original) The apparatus of claim 17, wherein the cheater detection portion includes a criteria based logging portion for logging a player's activity.

21. (Original) The apparatus of claim 17, wherein the cheater detection portion is included as a portion of a network.

22. (Original) The apparatus of claim 17, wherein the cheater detection portion is included as a portion of a stand-alone computer system.

23. (Currently Amended) A method comprising:

setting a threshold for a game, wherein the threshold can be modified in real time;

monitoring play of a plurality of players for the game;

determining whether the threshold is exceeded for any of the players of the game; and

logging the play of the player whose play exceeds the threshold.

24. (Original) The method of claim 23, further comprising determining whether the player is cheating based on the logging.

25. (Original) The method of claim 23, further changing the threshold when the game is being played.

26. (Original) The method of claim 23, wherein the threshold can be reset.

27. (Original) The method of claim 23, wherein the determining whether the threshold is exceeded is based on the rate at which a particular player is acquiring virtual property.

28. (Previously Presented) The method of claim 23, wherein the determining whether the threshold is exceeded is based on a rollover rate.

29. (Original) The method of claim 23, wherein the determining whether the threshold is exceeded is based on dupping.

30. (Currently Amended) The method of claim 23, further comprising punishing cheaters, wherein cheaters are one or more players who exceed the threshold for the game.

31. (Currently Amended) The method of claim 23, further comprising modifying the game based on cheaters, wherein cheaters are one or more players who exceed the threshold for the game.

32.   (Currently Amended) A computer readable medium having computer executable instructions that, when executed by a processor, causes the processor to:

set a threshold for a game, wherein the threshold can be modified in real time;

monitor play of a plurality of players for the game; and

determine whether the threshold is exceeded for any of the players of the game.

33.   (Original) The computer readable medium having computer executable instructions of claim 32, further comprising determining whether the player is cheating based on the logging.

34.   (Original) The computer readable medium having computer executable instructions of claim 32, wherein the threshold can be reset.

35.   (Original) The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on the rate at which a particular player is acquiring virtual property.

36.   (Previously Presented) The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on a rollover rate.

37. (Original) The computer readable medium having computer executable instructions of claim 32, wherein the determining whether the threshold is exceeded is based on dupping.

38. (Currently Amended) The computer readable medium having computer executable instructions of claim 32, further comprising punishing cheaters, wherein cheaters are one or more players who exceed the threshold for the game.

39. (Currently Amended) The computer readable medium having computer executable instructions of claim 32, further comprising modifying the game based on cheaters, wherein cheaters are one or more players who exceed the threshold for the game.

40. (Previously Presented) The method of claim 1, further comprising:

sending an indication to a player monitor if an item is accrued so that a determination can be made as to whether a player-exploitable game condition is being exploited.

41. (Previously Presented) A computer readable medium having computer executable instructions that, when executed by a processor, causes the processor to implement the method of claim 40.